

Davis Little League By-Laws

1. Mission Statement

It is the goal of Davis Little League (DLL) to implant firmly in the children of our community the ideals of good sportsmanship, integrity, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and grow to be good, decent, healthy and trustworthy citizens.

2. Local By-Laws

As provided for in The 2019 Official Regulations, Playing Rules, and Operating Policies for all divisions of Little League Baseball® (hereinafter "the Little League Rulebook") the local little league must produce a manual containing the local playing rules, All-Star selection process, code of conduct, fees, team selection criteria, drafts, operating procedures, various policies, etc. As provided by the DLL Constitution, the Board of Directors may establish the operating rules for DLL for governing its own affairs. These documents expire and must be renewed annually by December 31st. Collectively these documents are known as Davis Little League local by-laws. The newly elected Board of Directors (BOD) has the authority to make changes to these documents and procedures. These documents only require BOD consent without the general membership approval. No By-law may conflict with the Little League Rulebook or the DLL Constitution.

3. League Code

It is a Little League violation to engage in any activity which gives rise to, or could give rise to an appearance or claim of self-dealing, divided loyalty or conflict of interest by reason of such person's position within DLL. Therefore, no unauthorized use of fields, equipment, utilities, or any other league property without prior approval from the President or other authorized member of the BOD. Further restrictions and definitions of self-dealing can be found in the Little League Rulebook.

4. Volunteer Eligibility

As a condition of service to DLL, all BOD members, managers, coaches, volunteers and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must annually complete and submit a "Little League Official Volunteer Application" to the League President. Annual background screenings must be completed prior to the applicant assuming her/his duties for the current season. Refusal to annually submit a fully completed "Little League Official Volunteer Application" will result in the immediate dismissal of the individual from all activities associated with DLL. The BOD reserves the right to require volunteer(s) to submit to further investigations as they see fit by majority BOD vote. See www.LittleLeague.org/ChildProtection to the Little League Child Protection Program.

5. Volunteer Umpire Responsibilities

As a condition of service to DLL, all umpires are considered to have repetitive access to, or contact with players. Therefore, they must annually complete and submit a "Little League Official Volunteer Application" to the League President.

Each year the BOD will assign an Umpire Coordinator or Umpire in Chief (UIC). The UIC is responsible for recruiting, training, and scheduling all umpires, communicating rule changes, and evaluating and accepting evaluations of umpires by managers, coaches or players.

To reduce the costs associated with umpiring, it is the goal of DLL to recruit and train as many parents and community members as possible to fulfill the duties of volunteer umpires.

6. Registration Fees

Registration fees are based on the costs of operations of DLL and are determined by the BOD. DLL shall request annual registration fees and shall publish the fees prior to the date on which player registration begins.

7. Fee Waiver

It is the policy of DLL and Little League Baseball® that the inability to pay registration fees should not prevent a player from participating in the Little League Program. Members who cannot afford to pay registration fees shall submit to the President an application for financial assistance. The fee waiver application can be found at the DLL website. At the President's discretion, partial or full scholarships may be granted. The President shall treat all such applications confidentially and shall take steps necessary to ensure the annual registration fee policy does not keep a player from participating. As part of the annual report, the President will report to the BOD the number of waivers accepted for the previous year.

8. Registration Fee Refund Policy

Registration fees are used for the operation of DLL which is a non-profit organization. In order to receive a refund of the registration fee, the parent/guardian of a player must submit their request for refund in writing to the Registrar. **No refunds will be processed without a written request.** The amount of refund will be based on the following criteria:

A player, who resigns, quits or is injured:

- Prior to the selection of teams, a \$25 administrative fee will be charged and the remaining balance will be refunded.
- After teams are picked, but before any games are played, a \$75 administrative fee will be charged and the remaining balance will be refunded.
- On or after Opening Day, no amount of the registration fee will be refunded.

9. Code of Conduct

The goal of the BOD is to provide the most positive experience for our players. The actions of managers, coaches, players, volunteers, parents and spectators have the strongest impact and effect on the growth of our children. Our membership and visitors must exhibit courteous, civil behavior and sportsmanship whether on the field or in the stands. Good Conduct is composed of three related concepts: fair play, character and sportsmanship.

- Fair play refers to all participants having an equitable chance to pursue victory and acting toward others in an honest, straightforward, and dignified manner even when others do not play fairly. It includes respect for others including team members, opponents, and officials
- Character is typically seen in polite behaviors toward others such as helping an opponent up or shaking hands after a match.
- Sportsmanship expresses an aspiration that the game will be enjoyed for its own sake, with proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors. Being a good sport involves being a good winner as well as being a good loser.

Most important, remember that Little League baseball is a game. Parents set the tone. Don't ruin your child's baseball experience. Be positive and supportive.

In addition to the guidelines below, the BOD reserves the right to modify the guidelines into promote a

positive environment for youth baseball. To reduce any problems at DLL activities, the BOD requires you to adhere to the following guidelines:

A. Davis Little League Spectator Code of Conduct:

Davis Little League asks parents, spectators, and fans to uphold the following standards:

For your child and their team:

- Be supportive of your child and his or her team. Cheer for them, especially when they struggle.
- Be positive throughout their baseball experience, including your choice of words from the bleachers and at practices.
- Do communicate your concerns and comments to your child's coach in appropriate ways, demonstrating respectful behavior especially when kids are present.
- Set the standard for sportsmanship from the sidelines, as players learn from your example.
- Applaud success of the other team, and refrain from negative public expression. Voice concerns in a way that does not take away from the kids' fun on the field.
- Cheer enthusiastically, taking caution to avoid cheering or chanting that could be considered disrespectful to or might interfere with the performance of the opposing team.

The umpires:

Comments regarding umpires and calls should be directed to your coach or a board member (board@davislittleleague.org). Avoid confrontation with umpires during or following games. Umpires decisions are not always correct, but successful players, coaches, and spectators learn how to overcome those decisions.

Your coach/team:

- Do drop off and pick up your child on time for practices and games.
- Do keep your coach informed about absences or late arrivals that can't be avoided.
- Do remain off the field and out of the dugout unless you are serving in an official capacity.
- Do help the coach or team parent out by volunteering for team duties and at practices as you're able.
- If you are not satisfied with an aspect of your child's experience, talk to the coach about it at a time he/she can listen. Generally, this is not immediately before or after a game.

The League:

- Understand that DLL only happens through the efforts of our volunteers. Be appreciative of their efforts.
- Criticisms should be directed to a Board member (board@davislittleleague.org) or your coach.
- If any confrontation does occur, please step in and act as a peacemaker.
- Do not use foul or disrespectful language at and DLL sanctioned event.
- Be drug and alcohol free at all DLL events.

B. Davis Little League Managers/Coaches Code of Conduct

Davis Little League expects the following standards of conduct and behavior for its managers and coaches. All managers and coaches in Davis Little League must adhere to this code of conduct:

- Be a positive role model by showing good sportsmanship, a positive attitude and remembering the real purpose of the game: allow the kids and have fun and learn in baseball.
 - Always show a positive attitude, on and off the field.
 - Children learn best by the examples set by their coaches, so applaud play and effort by both teams.
 - DO NOT ridicule or yell at players, coaches, umpires or parents.
 - Encourage your players to learn from and play by the rules of their level of baseball.

- Remember that all rulings by an umpire on the field are final. If there is a question on an umpire's ruling, time out should be requested, and the play discussed with the umpire calling the play, out of earshot of players, parents and spectators. Once the conversation is finished, get back to the game. Do not continue to discuss the matter.
- Emphasize skill development at all practices and continually work to develop less skilled players. Reach out to other coaches or Director Coach and Player Development for help as needed (carina@davislittleleague.org).
- Be drug and alcohol free at all DLL sanctioned events.
- Speak positively of Davis Little League and support the decisions of the Board.
- Do not hold practices at your residence. Use fields and times allotted to your team by the league or public city parks as appropriate.
- Be courteous to other coaches regarding field and practice times.

C. Davis Little League Umpire Code of Conduct

Davis Little League expects the following standards of conduct and behavior of all umpires:

- Fairly call the game based on your best judgment of the rules (local and national) as established by the league.
- Respond professionally when asked for clarification of rules and judgment calls.
- Treat both teams and all players equally and fairly and ensure the rights of players.
- Treat managers, coaches, other volunteers, players and parents with dignity. Attempt to pursue positive approaches to dealing with all parties.
- Show good sportsmanship, a positive attitude and remember the real purpose of the game: so the kids and have fun and learn in baseball.
- Report to the Board any issues or problems beyond your authority or are unable to resolve.

D. Davis Little League Players' Code of Conduct

Davis Little League expects the following standards of conduct and behavior of all players:

- Play for the fun of the game.
- Show good sportsmanship at all times – win or lose.
 - Respect your coaches, teammates, opponents, parents, and umpires.
 - Do not argue calls with umpires during or following games.
- Be a Good Teammate:
 - Be positive with your teammates. Don't criticize.
 - Support and get along with your teammates.
 - Regularly attend practices and games, and offer help to teammates and coaches.
- Be on time and be ready to play.
- Learn the rules of the game and play by them.
- Try your best, working hard and trying to improve your skills.
- Do not throw bats or helmets. This can lead to an immediate ejection from a game.
- Do not intentionally hurt another player. This will lead to an immediate ejection from the game, suspension from future games, and/or dismissal from the team.
- Never swear or use profane language.
- Clean up the dugout after every game and practice.

Coaches will handle player misconduct when possible, involving the parents as needed. If either coaches or parents wish to involve the DLL Board to resolve an issue regarding player behavior or misconduct, they may contact their league player reps and/or the Board (board@davislittleleague.org).

E. Davis Little League Board of Directors Code of Conduct

The elected and appointed Board of Directors shall guide the league through gratitude, positive leadership, data driven decision making, and community involvement. In all league activity, work, and interactions, the board will demonstrate behavior consistent with good sportsmanship,

positive attitude and respectful leadership, remembering the real purpose of the game and the league: for the kids to learn and have fun in baseball.

- The Board will respond to community issues promptly and with respect, considering all aspects of a situation prior to making a ruling, especially when discipline is involved.
- The Board will invite feedback from the league community, both positive and critical, in order to better the experience for our players.
- Board members, elected or appointed for 2-year terms, will fulfill the roles assigned by the board and will work in sub committees as appropriate to manage and fulfill their duties.

F. Violence, Harassment, Misconduct Policy

In order to protect the climate of safety and security for all participants, the DLL Board will immediately communicate this policy to all members of the DLL community, including managers, coaches, umpires, parents, and players, and advise them of their responsibility to report all incidents that can reasonably be construed as violence, harassment, or misconduct, including inappropriate behavior, obscene or abusive language in any form (including email and social media), actual or threatened physical harm, and/or any inappropriate physical treatment.

Upon receipt of any report of alleged breach of the applicable code of conduct, the DLL Board or an appointed sub-committee will investigate to determine if the allegations are substantiated. The investigation will commence within 7 days of the reported incident.

The committee will recommend actions be taken against individuals, who during the course of the investigation, found to have violated the code of conduct. The committee may recommend one or more of the potential penalties:

- A verbal/written warning that the action/behavior must stop immediately.
- A written reprimand and placed on probation for one year.
- Suspended from managing/coaching/umpiring any DLL team for any length determined by the board, and/or restriction from any and all activity associated with Davis Little League.

The Board of Directors will follow procedures described in the DLL Constitution Section III, Article 4 for determining penalties for violations of the code of conduct.

It is the intent of Davis Little League to ensure a safe, productive, and wholesome baseball environment and the board will render decisions with these principles in mind. Final decisions must be approved by the board of directors. If any consequences are given by the board, the President or aforementioned sub-committee will appropriately inform the person(s) involved. Violation of any terms of consequence will result in a more severe consequence. Due to Little League's long-standing position toward any threat or harassment toward any league participant; the League's Board of Directors has chosen to document this policy as a code of conduct.

10. Complaints and Evaluations Regarding Managers, Coaches and Board Members

The complaint protocol is as follows:

1. If a parent objects to a team manager's policies or actions (or the actions of anyone else associated with the team or league), that parent should first discuss the matter directly with the person involved. Do not approach anyone during a game or practice with your objection. Call and discuss the matter over the phone, or make an appointment to see him or her in person. Do not attempt to raise your objection when children are present.
2. If you are not satisfied with the response from the manager or coach, you must contact your Division Representative to discuss the problem. The Division Representative is listed on the league website.
3. If you decide to pursue your complaint, you must submit your complaint, in writing, to the BOD. All complaints must be submitted electronically to complaints@davislittleleague.org.
(Note: If this protocol is not followed the complaint will not be heard by the BOD.) The BOD will meet to discuss the complaint. You may be invited to this meeting

along with interested parties or witnesses regarding the complaint. The meeting will take place as soon as possible as long as there is quorum of the BOD. In the event that the complaint pertains to the actions of a BOD Member who is managing or coaching, you must contact either a Vice President or the President.

11. Manager and Coach Appointments

The BOD shall appoint all managers and coaches as per the Little League Rulebook. The power to nominate managers and coaches has been granted solely to the BOD. The BOD reserves the right to reject prospective volunteer managers and coaches. This responsibility cannot be delegated. The procedures for appointing managers and coaches must be understood and accepted by all concerned. The policies are:

- There is no seniority or tenure in serving as manager or coach.
- All appointments expire annually.
- All managers and coaches are directly responsible to the BOD.
- There is no appeal process for reconsideration.

12. Manager and Coach Guidelines

DLL appreciates, admires and respects all those willing to manage and/or coach.

Knowledge of the game is important, but equally important is to leadership, patience, and understanding of the children one is coaching. Young athletes need coaches who teach intangible life lessons through baseball, which will carry them and stick with them more than the technical aspects of the game.

People holding these positions should be able to inspire confidence and earn respect. Above all, they must realize they are helping to shape the physical, mental and emotional development of these children. Therefore, all managers and coaches must abide and adhere to the following Coaching Principles and Objectives:

COACHING PRINCIPLES

- Reflect an understanding of the age group you supervise, both with respect to overall human development and general athleticism.
- Be aware that you are an example to those you coach.
- Demonstrate you have an appreciation of the philosophy of Little League and mission of DLL.
- Demonstrate you will cooperate with others in making the program beneficial to all players.
- Show by example that you respect the judgment and authority of the umpires.
- Exercise the leadership role effectively by leaving the game in the hands of the players.
- Provide each player an opportunity to participate and contribute in every game consistent with the DLL local rules.
- Encourage the players at every opportunity.
- Instill an age appropriate competitive spirit and desire to improve, striving to impart confidence and enthusiasm for learning the game.
- Encourage respectful care of individual and team equipment including uniforms.
- Demonstrate and encourage care for the shared league environment - fields, dugouts, picnic table area, etc.
- Exemplify sportsmanship and appropriate behavior in both wins and losses.
- Know the rules and regulations of Little League Baseball® as well as DLL local rules, and play by them.
- Understand the roster development process for younger divisions is based on home or school address and experience, and that AAA and Majors rosters are developed through a draft

process detailed in the bylaws. Every effort is made to balance teams and ensure positive experiences for all players.

- Be cautious and respectful, and use sound judgment in any protest situation.
- Have knowledge of First Aid, Safety and all rules that govern Little League play.

COACHING OBJECTIVES

- Practice sessions are efficient, fun, and age appropriate in duration and frequency.
- Players are appropriately prepared for baseball activity with team warm ups that decrease injury risk and collect the attention and energy of the team for practice and games.
- Players are properly taught fundamental skills and game strategy through various drills.
- Managers and coaches assist players in developing individual goals and periodically reviewing progress and subsequently adjusting practice to ensure success.
- Protective gear is used at all times: cap liners for all pitchers, appropriately fitting catcher's gear, and protective cups for male players.
- Instruction is given at the player's level of understanding.
- Players are taught the rules and the rules are followed.
- Desirable and positive habits in players are taught by example and repetition.
- Promptness is encouraged and demonstrated by the manager and coaches.
- General health and safety habits are encouraged.
- Good sportsmanship, fair play, responsibility, and leadership are demonstrated and celebrated at all times.
- Exemplary game decorum is practiced.
- Plans are made ahead to speed the game along.
- Players are kept separated from spectators and ready to play.
- Players are not embarrassed or reprimanded in front of others.
- Players are continually encouraged.

13. Manager Responsibilities:

The BOD wants to sincerely thank all managers for their time and dedication to the children of our league. Managers are responsible for the "management" of the team, including but not limiting the following:

General Membership Meetings: General membership meetings are held at a designated time and location, detailed on the league website. It is the manager's responsibility to attend each meeting. If a manager is unable to attend a meeting, a representative from his/her team must attend and the Division Representative must be contacted. The manager is responsible for obtaining information released at the meeting. If a manager fails to attend a meeting and fails to send a representative, he/she can be suspended from managing for one game. The General Membership meetings are open to everyone associated with Davis Little League, and all are welcome.

Try outs: Each manager is needed to help run the tryouts and evaluate players. All managers at the AAA and Majors levels are required to attend tryouts for all players in these divisions.

Team selection: A draft process is used to select each team at the AAA and Majors levels. This event is scheduled after the tryouts by the Player Agent. The BOD determines selection methods.

Team roster: The Player Agent will issue to each manager a team roster for his/her respective team.

Medical release: A completed Medical Release Form is required for each player to participate in team practices or games. These forms must be in the possession of the manager or coach at all games and practices. No team shall practice nor participate in games without them. Managers or

coaches who are involved in activities without these forms exposes themselves and the DLL to legal repercussions and will be subject to disciplinary actions by the BOD.

Field Reservations: Managers will reserve field and batting cage time for practices at the DLL complex using a shared online spreadsheet and should have evidence of these reservations accessible while on the fields/in the batting cages to avoid conflict. Other fields (off DLL complex) may be used for practice at the manager's discretion with the understanding that they are shared use fields and other groups may have priority.

Practice Scheduling: The manager reserves fields at DLL (see above) or schedules practices at other locations at an age appropriate interval as outlined in the local rules.

Scorekeeper (for those divisions that keep score): The home team is the official scorekeeper of the game. An individual other than the manager or coach should be recruited. The person should attend scorekeeper training to gain an understanding of the important details to track at each level. The visitors supply an unofficial scorekeeper.

Pitch counter (for those divisions that pitch): The home team scorekeeper is the official pitch counter of the game. An individual other than the manager or coach should be recruited. The person should attend scorekeeper training to gain an understanding of the pitch count rules for their division/player ages. The visitors' scorekeeper is the unofficial pitch counter. It is strongly recommended that coaches also count pitches for their pitchers, as violation of the pitch count rules not only pose competitive disadvantage but increase injury risk for our players.

Field preparation: The home team is responsible for field preparation. To show league spirit, please consider working together, home and visitors, to prepare the field.

There are storage sheds behind the farm field and West field score booth. These are locked with combination locks and codes are issued to managers. Managers have the responsibility to share these codes with their field prep crew and only as needed to accomplish this work.

It is the responsibility of the managers, coaches, and field prep crews to ensure all related equipment is appropriately stored after use and that the sheds are left locked.

Hoses to wet down the infields and areas surrounding home plate are stored adjacent to the first base dugouts. Outlets for the hoses are just behind the pitching mound on both East and West fields. The playing fields must be raked and chalked prior to the game. A leaf rake or broom may be used to remove excess dirt from the grass part of the infield. The large field rakes are used for the baselines. Rake up and down between the base and home plate, not side to side. The draggers are for dirt only and are not used or dragged on the grass. Caution should be used to stay away from the edge of the grass as leaving a pile of dirt there will result in dangerous uneven field conditions. After the game the field must be raked, bases removed and the chalker and chalk secured. If you use the last of the chalk, be kind and refill.

It is recommended that the managers and coaches arrive sixty (60) minutes prior to the scheduled start of the game to ensure these duties can and will be completed before warm ups start.

First Aid: First Aid and CPR training is provided free or at reduced cost for all DLL managers and coaches. More information on this is available in the annual safety report, by contacting the league safety officer, and on the website. Each team will have a first aid kit and a larger kit with additional supplies is in the managers' office. The AED is stored in the managers' office.

Team parent: It is advisable that the manager recruit a team parent to help with administrative duties. If the manager does not designate a representative, he/she is required to fulfill the duties (see team parent section for more information).

Fundraising: Each manager and coach is expected to support the league's fundraising activities. Fundraising is not taken lightly and is essential to the well-being of the league. Each manager and coach must convey to the team and parents that participation is important.

General Information, Game Schedules:

Season schedules for each team are issued by the Player Agent. The league will publish league related information during the season both through email communication to the membership and on the league website. It is up to the manager to see that his/her players and parents have the information provided by the league (can be delegated to the team parent).

14. Team Parent Responsibilities

The team parent is designed to assist the manager of a team with administrative duties such as team snacks, fundraisers, pictures, telephone trees, snack shack staffing and various other duties. **Note: If a manager does not select a team parent, then it is the manager's responsibility.**

The team parent is required to attend a meeting prior to the beginning of the season.

The meeting will go over the upcoming year's fundraisers, snack shack rules and responsibilities and other important information.

15. Snack Shack

The objective of the snack shack is to give players an opportunity to be rewarded with a meal, drink or treat regardless of the outcome of their baseball game. It is also the league's main fundraiser. DLL employs the staff of the snack shack.

SnoCones for each team are available after each game, however, a parent volunteer needs to prepare the SnoCones. Each team representative needs to coordinate with the snack shack staff prior to the end of each game.

16. Player Placement, Tryouts and Team Selection (GENERAL GUIDELINES)

League Age

For players born on or after September 1, 2005, a player's "league age" is the age that player will be on August 31 of the baseball season.

T-Ball, Farm, and AA Teams

Players for these divisions are assigned to teams by the league. The league will attempt to honor requests to place certain players with a particular manager, but due to the complexities of forming teams, we cannot guarantee to satisfy all requests.

Try-Outs

The purpose of Try-Outs is to permit all BOD approved managers, coaches and BOD members the opportunity to assess each player's skills, such as: catching fly balls, fielding grounders, hitting, running and throwing. All players of league age who wish to play in the Minors, Majors, shall attend tryouts. The ultimate purpose of try-outs is to ensure that teams are balanced and no one team gains unfair competitive advantage. To achieve this goal, all managers must be provided the opportunity to evaluate each players' skills and ensure a player doesn't pose a potential safety risk. All players wishing to play in the Major or AAA divisions MUST ATTEND TRYOUTS. Players

may be exempted from try-outs on a case-by-case basis. Any player requesting an exemption from try-outs must submit a request in writing to the BOD Player Agent responsible for the players division.

Player Divisions

Base ball Age	Avail able Level	Play Up One Level	Play Down One Level
12	Majors	N/A	Parents of 12-year-olds may request to play down only with the approval of the DLL Board and Little League International, Inc.
11	Majors or AAA	11-year-olds will play Majors if skills warrant and they are drafted onto a Majors team	11-year-olds may not request to play AAA; however, they will play AAA if not drafted on Majors Team
10	Majors or AAA	10-year-olds will play Majors if skills warrant and they are drafted onto a Majors team	10-year-olds may not request to play AA; however, they will play AA if not drafted on a AAA team
9	AAA or AA	All 9-year-olds must try out and may be drafted onto a AAA team	9-year-olds not drafted onto a AAA team will play AA. Parents may make a special request for a 9-year-old to play AA upon approval of the VP of Baseball Operations
8	AA	All 8-year-olds play AA, but do not have to try out. Parents may make a special request for an 8-year-old to play AAA upon approval of the VP of Baseball Operations	8-year-olds may play farm by special request of parent and approval of the VP of Baseball Operations or if the player has no playing experience.
7	Farm	7-year-olds may play AA if they have completed one year of farm or if approved by the VP of Baseball Operations	It is not recommended that 7-year-olds play Tee Ball, however special requests by parents will be considered.
6	Tee Ball	6-year-olds may play farm by parents written request if player has one year of Tee Ball experience or is in the first grade	N/A

5	Tee Ball	Not Allowed	N/A
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The Draft

After the Try-Outs, the Major managers will start the draft selection process, and then AAA draft occurs. The draft protocol will follow the recommended guidelines set in the Little League Operating Manual. The BOD will decide the actual sequence and details of the draft sequence.

The Major and AAA Division managers must protect his or her own player and may protect for one of his/her coach's. In all other divisions, it is based on parent requests, manager and coach pairings, etc. To ensure protection for the players, managers and coaches must be announced and approved prior to Try-Outs. The DLL Player Agents and President will ensure pairing is not done solely to circumvent the draft process. If necessary, pairing will be voted on by the BOD.

After soliciting evaluations by all managers and coaches and prior to the draft, the designated managers' and coaches' players are evaluated and placed in a "draft round" and will represent the team's pick for that round. The goal is to ensure a balance of competitive teams. Managers, coaches and BOD members who witness the draft, shall keep the draft order in strict confidence and will not disseminate any information regarding a player's pick or standing. Managers found in violation of this rule are subject to removal as a manager by a majority vote of the BOD. Attendance at and participation in drafts is limited to Board members and managers.

After the teams have been formed and team rosters completed, managers are required to inform players and parents regarding team selection and practice schedules within 48 hours.

During the season if a player is lost due to an illness, injury, change of address, etc., the manager shall strictly adhere to the rules stated in Little League Rulebook. The BOD directors recognize that there are potential cascading effects pulling a player up to a higher division. The BOD also recognizes the benefits of the opportunity of players participating in a more competitive division. As such, the BOD encourages managers who need a replacement player to pull multiple players to fill such gaps. For example, if a Major player is lost due to injury for four regular season games, the BOD strongly encourages managers to pull up a different AAA player for each game. For playoff games, managers will need to coordinate "permanent pull-ups" with the player's parents, current manager, and BOD Player Agent.

Special Requests

Prior to the draft and by contacting the Player Agent in writing (electronically is acceptable), parents may request that a player not be placed above a certain level. The Player Agent and BOD Members must also keep in mind the safety of the player and the other players in each division when deciding whether to grant this request.

Parents of player of similar age may request that siblings be placed on the same team during the registration process. If the Player Agents, BOD members and respective Divisional Managers agree the request is appropriate, the draft process will be adjusted to keep the siblings together.

17. All-Star Selection Rules and Procedures **All-Star Player Selection**

The All-Star roster is determined in two steps, as discussed below. The first step is the result of direct voting by the players, managers, and coaches and will determine the first seven (7) players slotted for each team. The second step is the selection of the balance of players for each team by its Manager.

Eligibility

Players must meet the eligibility requirements of Little League International General Eligibility Rules and Tournament Rules to be eligible to be a DLL All-Star.

Release of Names

The release of names of players selected for the tournament teams shall not be made before June 1, and not until the availability and eligibility of all prospective team members have been established.

Commitment Letter

To be eligible for consideration as an All-Star, families must complete the Commitment Letters that are distributed to all families in AAA and Majors describing the commitment expectations of DLL as well as a summary of the All-Star selection process. For those players wishing to be considered, a parent or guardian must sign and return the letter (electronically via email is acceptable) by a date determined by the BOD but no later than three (3) days prior to when voting is scheduled to occur.

- The player's commitment to full participation is required during the tournament season. The commitment can run from early June through August, depending on the success of the team. Managers are encouraged to hold daily practices. The expectation is that players attend all practices. Managers may only excuse a player from attending three full or partial practices or one game for good cause. Good cause will never include playing another sport. The BOD retains discretion to excuse further absences in extraordinary circumstances. Should a player have an unexcused absence or partial absence from a practice or game, then manager shall notify the BOD, which will then collect the relevant information and determine whether to remove the player from the team.
- For players who wish to be eligible for All-Stars, the completed Commitment Letter shall specify information including whether the player is available for daily practices or whether there is a period for which the player will be unavailable. For those players with a period of unavailability (e.g., due to a family vacation, etc.), the Commitment Letter shall require that the family certify that they understand the player may not be placed on the ballot if there are enough fully-committed players for consideration.
- For each All-Star team, if there are seven fully-committed players, the partially-committed players shall not be eligible for the ballot. However, those players may still be eligible to be selected by the manager, after taking into consideration the timing of each player's period of unavailability. Prior to the occurrence of the voting, the BOD shall make reasonable efforts to notify families of partially-committed players their child is not eligible for the ballot but are eligible to be selected by the managers.

All-Star Ballots

The President delegates a member of the BOD to generate All-Star ballots.

- There are different ballots for each division (8-10, 9-11, 10-12, Intermediate, and Junior). The respective age groups are baseball ages according to Little League International rules.
 - Seven, nine and ten-year-olds will be placed on the 8-10 team ballot. Eleven-year-olds (excluding those in the AAA division) will be placed on the 9-11 team ballot. Twelve-year-olds will be placed on the 10-12 team ballot.

- The ballots for players, managers and coaches shall specify that the voter may select up to 10 players. A ballot selecting more than ten players is invalid and will not be counted. A ballot may reflect selection of fewer than 10 players and remain valid.
- Voters include all players in the AAA and Majors divisions, the managers of each team in those divisions, and one official coach for each team in those divisions. Only one coach (not including the manager) from a given team may vote for All-Stars.
 - Players may not vote for players from their own teams.
 - Coaches may not vote for players from their own teams.
 - Managers may vote for players from their own teams.
 - AAA players vote only for the 8-10 team.
 - Majors players vote for both the 9-11 team and the 10-12 team.
- Ideally, voting shall take place immediately preceding each team's final regular-season game. If that is not possible, the voting may be moved to within three days of the team's final game.
- Each team's voting process shall be overseen by a member of the BOD who does not have a child in the division being overseen. Players are not allowed to discuss the ballots with each other before the votes are collected. Coaches and managers are not permitted to influence the player's votes in any way.
- Votes shall be collected and transmitted to a delegate of the President's choosing to count the ballots. Counting of the ballots shall be performed by two BOD members, neither of whom has a child in the age division for which they are counting ballots.
- The vote shall determine the first seven roster spots on each All-Star team.
- All candidates on the ballot shall be ranked according to the following formula: (percentage of player votes for the player as a function of total player votes cast x 0.4) + (percentage of coach votes for the player as a function of total coach votes cast x 0.1) + percentage of manager votes for the player as a function of total manager votes cast x 0.5). The formula generates a numeric value and all players will be ranked according to that numeric value. The seven players with the highest numeric value from the formula will be included on the All-Star roster.

Completion of the All-Star Rosters

Each All-Star team shall be comprised of 12-13 players. Seven of the players for each team are selected by the vote, as described above. The remaining players for each team shall be selected by its respective Manager.

- Managers shall complete their rosters based on several factors including, but not limited to, position needs, quality of play, baseball skill and athleticism, and character.
- The goal of the managers should be to create teams that best represent DLL and have the highest likelihood of winning.
- Eligible players include the players on the relevant ballot that were not voted in, any partially-committed players that were not included on the ballot due to their inability to fully commit to the time requirements, and players from a lower level All-Star team as described below.
- The managers have discretion to add five to seven players to the roster as they see fit to create the best possible team, subject to BOD approval. The managers shall take into consideration the different tournament rules that apply to a roster of 12 versus a larger roster.

- The confidentiality of the proposed players for the All-Star teams is of utmost concern. The selection order of players will remain secret and under no circumstances should players or parents be told the selection order or whether a player was voted in or selected by the manager.

Pulling Up Players from a Lower Division Team

It is tradition within DLL to give player selection priority to the 8-10-year-old and 10-12-year-old teams. This is done because the 8-10-year-old division has the greatest participation of leagues from our District and because the 10-12-year-old team is the only one in which success can take them beyond the state level, all the way to Williamsport.

As such, no Manager except for the 10-12-year-old team Manager may select a player eligible to play on a lower division team. This is subject to the following:

- The player and his/her parents must approve after discussion of the player's intended role.
- No player may be pulled up from a lower division and play only the minimum play requirements. This player must have a more significant role on the team, preferably a "starting" position. This is to protect that player from missing out on significant playing time on a lower division team and from taking the place of a twelve-year-old player who would happily embrace a "minimum play" All-Star experience.

18. Davis Little League Local Rules

Davis Little League (hereafter DLL) is a program of service to our youth. It is geared to provide an outlet of healthy activity and baseball training under good leadership in the atmosphere of wholesome community participation. DLL is dedicated to helping children become good and decent citizens. It establishes the values of teamwork, sportsmanship and fair play.

Unified Sportsmanship Guidelines

DLL strongly supports good sportsmanship and positive player development. We strive to embody that while honoring the game of baseball in all selection and training of managers, coaches, umpires, etc. DLL believes in modeling these principles by all involved in DLL at all times.

1. Poor sportsmanship (by managers, coaches, players, or spectators) can result in ejection from the game without warning and/or removal from the park.

Examples of poor sportsmanship include: throwing equipment, using illegal equipment, bad language, taunting or unsportsmanlike gesturing, arguing with umpires, and harassing anyone (players, spectators, umpires, coaches)

2. A player may lose his/her privilege to play in one or more future games for disciplinary reasons provided that.

- a. The VP of Baseball Operations approves such action in advance,
- b. The opposing manager is notified prior to start of game, and
- c. The action is recorded in the scorebook as player being absent.
- d. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, VP of Baseball Operations, etc.

3. Individual team rules, which identify player and family participation and cooperation guidelines, exist for each team. For disciplinary purposes, failure to recognize or comply with the team rules may result in reduced playing time. Managers will make significant disciplinary decisions in conjunction with the VP of Baseball Operations.

4. Any player who misses more than four (4) consecutive games may be dropped from the roster. This action must be initiated by the manager to the VP of Baseball Operations and approved by the Board.

5. Any player who misses 4 consecutive practices maybe benched for the next game. The Division Rep and the VP of Baseball Operations must be notified if this occurs and an appeal can be made for extenuating circumstances through them.

6. Players selected for any D64 team and who have not aged out of Majors will be entered into the Majors draft the following DLL Seasons (Fall and Spring). If undrafted and DLL age 11 or younger they would go into the AAA draft pool.

Majors/AAA Divisions

Managers and coaches are expected to be aware of and abide by the national rules found in the current Little League Baseball Official Regulations and Playing Rules (The Green Book). These local rules have been approved by the DLL Board of Directors and are added here to reflect the needs and philosophy of DLL and take precedence over the Playing Rules for our league games. Rule questions should be answered after reviewing both the current Playing Rules and these local rules.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield for practice twenty (20) minutes prior to game time.
4. Provides the unofficial scorekeeper.
5. AAA only: Provide one base umpire in Spring. In fall season, provide the home plate umpire if one is not scheduled.

Home:

1. Listed second on the schedule.
2. Uses first (1st) base dugout.
3. Takes infield/outfield for practice thirty (30) minutes prior to game time.
4. Provides the official scorekeeper and keeps track of pitch counts.
5. Provides the field prep volunteer. Field prep includes prepping and chalking the field, foul lines, batter's boxes, and dragging/raking the field after each game.
6. AAA only: Provide one base umpire.

Batting Cages

1. Both the visiting and the home team will have access to one half of the batting cages associated with that field one hour prior to the start of their game.
2. In the event of a rescheduled game – priority will be given to the teams who had previously signed up for use of the cages. Rescheduled games do not have precedence for batting cages.

FIELD PERSONNEL

1. Players on the official rosters of participating teams. ALL team roster changes (e.g. player injury, illness, resignation, release, etc.) must be reported to the VP of Baseball Operations IMMEDIATELY (within 24 hours of first knowledge).
2. Only one (1) manager and two (2) coaches (3 adults total) are allowed on the field or in the dugout, excluding the field prep volunteer who is permitted on the field prior to the beginning of the game.
3. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league.
4. All managers and coaches must complete or be scheduled to complete DLL's Sportsmanship and Player Development training and orientation prior to the start of the first game of the season.

5. Umpires approved by the Board (special exception as needed for parents recruited "on the spot").
 6. Manager and coaches must remain in the dugout or coaching box until time is called AND permission is granted by an Umpire to leave the dugout or coaching box. No Exceptions. Failure to do so may result in ejection.
 7. No person, including parents and siblings, (with the exception of the scorekeeper) may be sitting or standing directly behind the backstop or dugout and/or engaging with any player in the dugout during a game. For the players who are not in the game defensively, one must coach either first or third base (MUST wear a batting helmet), and one must warm-up the pitcher between innings (wearing a catcher's mask and using a mitt). If a team has only nine players during a game, one manager or coach may be used to warm up one outfielder before the inning. Coaches may not warm up pitchers at any time. This includes the bullpen.
- Note: umpires have authority (but are not obligated) to approve photographers to be on 3

GAME TIMES

1. During regular season play, no new inning may begin after 1 hour and 50 minutes (110 minutes) from the official game start time, provided there is a game scheduled after the current scheduled game. If there is no game following the current game, there will be no time limit for Majors games, but no new inning will begin 10 minutes before LL* or City curfews**. AAA games are bound by the time limit outlined above.
2. During playoff and tournament play, the game time rule will be waived and all games shall consist of 6 innings unless the game ends early due to local mercy rules. No playoff or tournament game will end in a tie.

* Little League Curfew for Regular Season games -For Majors & Minors no inning for shall start after 10:00 pm prevailing time. An inning starts the moment that the third out is made, completing the preceding inning.

**City curfew is a drop-dead time of 11:00 pm.

PRACTICE GUIDELINES

1. Practice times:
 - *1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)
 - *2.0 hours maximum at other locations
 - *No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.
2. Frequency of Practice
 - *A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For AAA/Majors players 3 contacts is the suggested minimum and 5 is the suggested maximum.
 - *A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Teams will bat through the entire roster consecutively during a game. Managers may change the batting order for each game. Late arriving players will be added to the bottom of the roster. The Manager is responsible for notifying the scorekeeper of absences and late arrivals. Each player will be entered and/or re-entered defensively in the game anytime provided that he/she meets the requirements of mandatory play.

Note: If a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her at bat comes up in the order without penalty. If the injured, ill or absent player returns, he/she is merely re-inserted into the original spot in the batting order.

2. There is a minimum of 3 defensive innings that must be played by a player during a game. A defensive inning is three consecutive outs. Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and bat through a continuous order for the entire game.

Penalty: If a player does not play the minimum amount required, the player(s) involved shall start the next scheduled game, and play any previous requirement not completed and the minimum requirement for this game before being substituted.

During playoffs, a manager may protest the game in question where a player on the opposing team does not meet minimum play. The protest must be filed with the head umpire BEFORE the umpires leave the field. Once the umpires exit the field, a protest may no longer be filed. The protest will be reviewed by the DLL Protest Committee who will determine the penalty, if any, which can be up to manager suspension for the remainder of the playoffs and/or game forfeit.

The manager shall for the:

- A. First Offense - receive a written warning
- B. Second Offense - receive a suspension for the next scheduled game
- C. Third Offense – receive a suspension for remainder of the season

Note 1: If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty.

Note 2: There is no exception to the manager penalties unless the game is legitimately shortened for any reason, in which case the League may elect not to impose a penalty on the manager/coach. In a shortened game a player with incomplete defensive innings (3) is required to play the first three (3) defensive innings of the next game. This applies to any circumstance, including 4 inning or 5 inning games. There is no carry-over of make-up defensive innings. This could occur for example, if a game is cancelled by rain during the first inning. The subsequent regularly scheduled game would clear the slate. If the game is rained out and rescheduled prior to the next regularly scheduled game, then the 3 defensive innings a player may have been due at the rained-out game are required at the rescheduled game. If a game is rained out and rescheduled after another regularly scheduled game, then the 3 defensive innings a player may have been due at the rained-out game are required for the next game that is played.

3. Violation of Local and/or National playing rules (with emphasis on participation rules) may ultimately result in sanctions including ejection and/or dismissal as determined by the DLL Board, in the interest of adhering to the philosophy of Little League Baseball. The DLL Board may impose additional sanctions.

GAME RULES

1. For Majors and AAA, the Mercy Rule will be in effect. If a team is ahead by 15 runs after the 4th inning has been completed, the game will be called and the team who is ahead will be granted the win. If a team is ahead by 10 runs after the 5th inning has been completed, the game will be called and the team who is ahead will be granted the win. The 5-run rule does apply to the AAA division. AAA Open inning will be the 6th inning. Meaning the 5 run rule does not apply in the 6th inning. If the 6th is not reached then there is no open inning.

2. For AAA, teams will only be allowed to bat completely through their batting order once each inning. During playoffs, this is waived in the 6th inning only.

3. Catcher's Courtesy Runner: when there are two (2) out and the catcher of record (not a player who will be replacing the catcher in the next defensive inning) is on base, a courtesy runner is allowed. There will be no courtesy runners in the bottom of the 6th inning. The courtesy runner must be the player who was previously put out and if that is not possible, the Catcher's Courtesy Runner provision does not apply for that inning.

4. In order to encourage the development of pitching at the AAA and Majors levels, there will be a two inning maximum (6 consecutive outs) for any single pitcher per game. That is, an individual pitcher may not pitch for more than 6 consecutive outs in a single game.

*This rule will be in effect during the entire Fall season and until May 1st during the Spring season.

*All Regular Little League Rules regarding pitchers and pitch count will still be in effect.

5. Pitch Count

11- 12 Years old 85 pitches per day

9 – 10 years old 75 pitches per day

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

6. Pitcher Safety: Effective Fall 2017, pitchers AA and up are required to wear the league provided head protection, a batting helmet / catcher skull cap or similar device designed specifically for combating potential head injuries.

7. Catching:

LL Regulation VI - If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

A catcher is also prohibited from pitching if he/she has caught in (4) or more innings. If one pitch is delivered to a batter, that shall constitute an inning.

A player who played the position of catcher for 3 innings or less, moves to the pitcher position, and delivers 21 pitches or more (31 pitches for 15/16 YO's) in the same day, may not return to the catcher position on that calendar day. If the pitcher reaches the 20-pitch limit the pitcher may finish the batter and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

8. Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach is provided two options by the umpire: the coach can either bench the player for the remainder of the game on defense, or the offending player will be ejected from the game thus carrying a one game suspension.

AA Division

The rules below are listed for emphasis, and have been approved by the DLL Board of Directors. They have been added to reflect the needs and philosophy of DLL and take precedence over the AA Playing Rules for league games. If a rule question cannot be answered after reviewing this document, the current Playing Rules should then be consulted. Managers and Coaches are expected to be aware of and abide by the national rules found in the current Little League Official Regulations and Playing Rules. The most important have been listed here within the Local Rules for emphasis and convenience, with the national rule number cited in parentheses.

If a rule question cannot be answered upon reviewing the following, please refer to the AA Player Representative who will take whatever action is necessary to obtain a definitive answer. This may require consulting with the VP of Baseball Operations, Chief Umpire, President or full Board, if needed.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Uses the third (3rd) base dugout.
3. Takes infield/outfield practice twenty (10) minutes prior to game time.
4. Provides the home plate umpire for the game.
5. Provides two game balls for play.

Home:

1. Listed second on the schedule.
2. Uses the first (1st) base dugout.
3. Takes infield/outfield practice ten (20) minutes prior to game time.
4. Provides the official scorekeeper.
5. Provides the volunteer base umpire.

FIELD PERSONNEL

1. All players on the official rosters of the two participating teams.
2. Maximum one (1) manager and two (2) coaches in the dugout and/or coaching boxes per team. Note: managers/coaches may not manage or observe from stands or behind backstop during game.
3. One dugout helper (a parent volunteer) in the dugout – (not on field.) If one of the coaches and/or the manager is absent.
4. Manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire. There are no exceptions. Failure to do so may result in ejection.
5. Managers or coaches may warm up a pitcher at home plate if a player is not available to do so.
6. Once time is granted, manager or coach can visit the mound for a pitcher conference. The manager may confer with any other player at the same time. Refer to National Rule 8.06 for complete description and maximum number of visits per pitcher.
7. Two (2) adult base coaches are permitted (managers are encouraged to use at least one player coach on the offense). Team player base coaches MUST wear protective helmets. Coaches physically assisting a base runner during game play will result in the base runner being called out.
8. Umpires (must be on field - may not be in either team's dugout during game). Note: umpires have authority to approve or disapprove photographers.

*If team provided umpires are not available to umpire their own scheduled AA game, the team Manager or Coach will umpire the game.

*The Umpire-in-Chief is stationed behind the plate, to the rear of the catcher.

*The base umpire makes calls at 1st and 2nd base and keeps track of runner's positions at the conclusion of each play.

*Umpires are NOT to coach while on the field umpiring.

GAME TIMES

1. ALL GAMES ARE LIMITED TO TWO (2) HOURS (120 minutes).

2. After 1 hour and 45 minutes (105 minutes) into the official game time, any new innings started will be limited to three (3) runs maximum per team. No new inning may begin after 1 hour and 50 minutes (110 minutes) from the official start time of the game. Note: once begun, an inning MUST be completed even if it goes beyond the two-hour time limit.
3. All regular season games are limited to six (6) innings.
4. A 7th inning is allowed in tied games if time permits. An 8th inning is NOT allowed.
5. During tournament play no game shall end in a tie score and extra innings are allowed, as applicable to complete the game.
6. The visiting team Umpire is the official timekeeper.
7. The visiting team Umpire will note the official start time to the scorekeeper, who will record that start time in scorebook.

PRACTICE GUIDELINES

1. Practice times:

*1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)

*2.0 hours maximum at other locations

*No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

2. Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For AA players, 3 contacts are the suggested minimum and 4 is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Equal playing time for ALL players is a priority. The National Little League rules dictate that every player shall participate in each game defensively for a minimum of six (6) consecutive outs and bat at least one (1) time each game. DLL modified rules require that every player participate defensively for a minimum of 50% of total team innings played at games at which they were present during the entire season. More specifically, every player will participate in each game defensively for a minimum of nine (9) outs (three innings). Must complete all rotations by the end of the 5th inning. Games seldom get to the 6th inning. Once this has occurred, unlimited substitution is allowed.

2. All players must start at least 50% of the games at which they were present during the regular season. Note: this rule does not apply to playoff games.

3. Players will bat through the roster consecutively, game after game during the regular season. For example: if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. The batting order may be changed prior to a team's first game each calendar month. Late arriving players will bat in their regular place if that position, in the order has not yet been passed; if a player arrives so tardy as to miss their initial scheduled at bat, they shall bat at their next scheduled turn when it occurs in the game. Managers are responsible for notifying the scorekeeper of absences and late arrivals. Note: during the playoffs the batting order may be changed each game.

GAME RULES

1. There must be a minimum of seven (7) players per team to play a game.

2. There may be a maximum of nine (9) players on the field for defense.

3. FIVE (5) RUNS, OR THREE (3) OUTS, whichever comes first, constitutes one half-inning. A maximum of five runs are allowed in any half-inning.

4. There is no bunting. If in the umpire's judgment, the player intentionally bunted, the umpire shall call that player out and no runners shall advance.

5. The fielding pitcher may stand no closer to home plate than the pitching rubber at the start of their delivery, and must also be within the pitcher's mound circle prior to the batter swinging.

6. One delivered pitch shall constitute an "inning".

7. Pitching:

7.1 Maximums

*No more than 50 pitches in a game.

*No more than 2 innings (6 consecutive outs). This limitation is in effect during the entire Fall season and until May 1st during the Spring season.

7.2 Days of rest

- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

7.3 . A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.

7.4. If a pitcher hits three batters in a game they must immediately be removed after the 3rd hit batter. They may play another position or go to the dugout.

8. Pitcher Safety: Effective Fall 2017, pitchers AA and up are required to wear the league provided head protection, a batting helmet / catcher skull cap or similar device designed specifically for combating potential head injuries.

9. No Walks and Coach Pitch Rules

*If a pitcher pitches a fourth ball, the batter's manager/coach (hereafter "coach") will pitch to the batter. The catcher and umpire will remain in position behind the plate. The batter's strike count remains with the batter when the coach begins to pitch and the umpire will continue to call balls and strikes for pitches thrown by the coach. [see ball/strike count rules below].

The coach will position him/herself from the front of the pitcher's mound circle to the pitching rubber. Both of the coach's feet must stay within the pitcher's mound circle. As they pitch their feet shall not touch the grass infield. If they do, the pitched ball shall be deemed a strike and any advancement and/or hit by the batter shall be negated. The coach will throw overhand from a knee or standing position

After 3 strikes (including previous count) or 3 pitches, whichever comes first, the batter is called out if they have not put the ball in play. Additional pitches are allowed if the 3rd pitch, and subsequent pitches, are foul balls.

The batter will not be awarded a base if hit by a coach pitch. If the ball is hit and subsequently hits the manager/coach, the batter will be awarded first base. Other runners will only advance if forced. If a coach is not comfortable pitching they may request that the opposing coach pitch on their behalf.

Ball/Strike Count rules (when coach begins to pitch):

- Count is 4-0; coach has 3 pitches, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.
- Count is 4-1; coach has 3 pitches, batter has 2 remaining strikes, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.
- Count is 4-2; coach has 3 pitches, batter has 1 remaining strike, unless 3rd pitch is fouled off. Umpire continues to call balls and strikes.

10. Infield fly rules does not apply

11. Base runners shall not leave their base until the ball has reached the batter.

12. Base runners MUST attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt WILL result in the runner being called out.

13. Overthrow Rule

*If the ball is overthrown, base runners may advance one base only, at their own risk, even if the second attempt to throw any runner out is miss-played or overthrown.

*The intent of this rule is for managers to encourage their defensive players to attempt to make plays and for offensive managers to curtail aggressive base running.

14. Stolen Bases

*Permitted only with 2 outs and on "swinging strikes" only. The runner may advance only to the base attempted to be stolen. Runners will NOT be allowed to advance on an overthrow. There will be no stealing during coach pitch.

*Stealing home is not allowed, even if a play is made on a runner attempting to steal 3rd base. Runner may advance home only on a play that begins with a batted ball (exception: runners forced home by hit batter).

15. A play ends when the ball is in the possession of a defensive player within the "pitching area" (i.e., within ten feet of the pitching rubber) and/or the umpire has signaled "time". The defensive player must refrain from making a "demonstration" with the ball that may normally be interpreted as an attempt to make a play. In such situations the umpire will withhold judgment until the umpire is certain that the defense is not "threatening" to make a play. Note: a runner may only advance to the next base if they are more than half-way to that base when the defensive player gained possession of the ball in the "pitching area". This is a judgment call on the part of the umpire. 8

16. A batted ball, which goes over the outfield fence on the fly, is a home run, unless a defensive player catches it before it is grounded. However, a batted ball which goes over the outfield fence "on the hop", or rolls under the fence, or is deflected through the fence is counted as a ground rule double, in which case the ball is "dead" and all runners advance two bases from their position when the ball was hit.

17. Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach is provided two options by the umpire: the coach can either bench the player for the remainder of the game on defense, or the offending player will be ejected from the game thus carrying a one game suspension.

Farm Division

The rules below are listed for emphasis, and have been approved by the DLL Board of Directors. They have been added to reflect the needs and philosophy of DLL and take precedence over the Farm Playing Rules for our league games. If a rule question cannot be answered after reviewing this document, the current Playing Rules should then be consulted.

Managers and Coaches are expected to be aware of and abide by the national rules found in the current Little League Official Regulations and Playing Rules. The most important have been listed here within the Local Rules for emphasis and convenience, with the national rule number cited in parentheses. If a rule question cannot be answered upon reviewing the following, please refer to the Farm Player Representative who will take whatever action is necessary to obtain a definitive answer. This may require consulting with the VP of Baseball Operations, Chief Umpire, President or full Board, if needed.

TEAM OBLIGATIONS/RULES

Victors:

1. Listed first on the schedule.
2. Uses the third base dugout.
3. Takes infield/outfield for practice twenty (10) minutes prior to game time.
4. Provides the Pitching Machine Umpire (Umpire in Chief).
5. Sets up the pitching machine and bases.
6. Provides the Umpires with two games balls for play.

Home:

1. Listed second on the schedule.
2. Uses the first base dugout.
3. Takes infield/outfield for practice ten (20) minutes prior to game time.
4. Provides the official scorekeeper.

5. Provides the base umpire.
6. Puts away the pitching machine and bases.

FIELD PERSONNEL

1. Only players on the official rosters of participating teams (no siblings, parents, friends, scorekeepers).
2. Only one manager and two coaches in the dugout and in the coaching boxes per team.
3. Umpires wearing official DLL umpire attire.
4. Managers and coaches must remain in the dugout or coaching box until time is called and permission is granted by an umpire to leave the dugout or coaching box. No exceptions. Failure to do so may result in ejection.
5. Once time is granted, a manager or coach may visit the pitcher's mound and confer with any player.
6. Two adult base coaches are permitted (managers are encouraged to use at least one player coach on the offense). Team player base coaches MUST wear protective helmets. Coaches physically assisting a base runner while the ball is in play, will result in the base runner being called out. Note: umpires have the authority to approve photographers to be on the field.
7. Umpires
 - *If team-provided umpires are not available the team manager or coach will umpire the game.
 - *The pitching machine Umpire is stationed behind the pitching machine, protects players from the pitching machine and makes calls in the outfield, at 3rd base and home plate.
 - *After a player does not swing at three (3) consecutive pitches, the Pitching Machine Umpire shall call balls as strikes to encourage players to swing at the pitched balls.
 - *Umpires are not to coach while umpiring.
 - *The base umpire makes calls at 1st and 2nd base and keeps track of the runner's position at the conclusion of each play.

GAME TIMES

1. All games are limited to 90 minutes.
2. No new inning may begin after 1 hour and 15 minutes (75 minutes) from the official start of the game. The home team will not bat in the final inning if they are up by more than 5 and it is the 5th inning.
3. All games are limited to five (5) innings (exception is tied games).
4. A 6th inning is allowed in a tied game if time permits, as noted above. A 7th inning is NOT ALLOWED.
5. The visiting team Pitching Machine Umpire is the official timekeeper.
6. The visiting team Pitching Machine Umpire will note official start time to scorekeeper who will record start time in scorebook. Note: Late starting games must end no later than 90 minutes from the scheduled start time.

PRACTICE GUIDELINES

1. Practice times:
 - *1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)
 - *2.0 hours maximum at other locations
 - *No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.
2. Frequency of Practice
 - *A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For Farm players, 2-3 contacts are the suggested minimum and 3-4 is the suggested maximum.
 - *A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME RULES

1. Equal playing time for ALL FARM players is a priority. National Little League Rules dictate that every player will participate in each game defensively for a minimum of six consecutive outs and bat at least one (1) time each game (rule I vi).
DLL modified rules require every player to participate defensively for a minimum of half of total team innings played at which they were present during the entire season. For example, if a team plays five

defensive innings, all players will have the opportunity to participate in three innings each, however some players will have opportunity to participate in additional innings. The manager is responsible to adjust playing time in the next game(s) to rectify this inequity.

2. All players must start at least every other game at which they were present during the season.

3. Players will bat through the entire roster consecutively, game after game during the regular season. For example, if batter no. 6 is last up in a game, batter no. 7 will lead off the next game. Late arriving players will bat in their regular positions. The manager is responsible for notifying the scorekeeper of absences and late arrivals.

4. The batting order may be changed at the beginning of each calendar month.

GAME RULES

1. There must be a minimum of seven (7) players per team to play a FARM game.

2. There will be a maximum of ten (10) players on the field for defense.

3. FIVE (5) RUNS OR THREE (3) OUTS, whichever comes first, constitutes one-half inning. A maximum of five runs will be scored in any half inning.

4. The fielding pitcher may stand no closer to home plate than the pitching machine and must be within ten (10) feet of the pitching machine.

5. The speed setting for the pitching machine must be within the 35-38 mph range. Each team manager should advise the Pitching Machine Umpire of their preferred setting within that range; however, the Pitching Machine Umpire shall choose the specific speed setting to be used during the game and will make any other required adjustments to produce a consistent, hittable pitch. Any adjustments to the pitching machine are to be made at the beginning of an inning or with the approval of both managers.

6. Missed swings and foul balls will be called strikes. No balls will be called and no walks will be awarded.

7. If a batted ball hits the pitching machine, the umpire shall call time out, rule the ball "dead" and all runners shall advance one base.

8. The umpire shall make any determination necessary in the event the pitching machine impacts play in any way not anticipated by these rules.

9. The umpire is considered part of the playing field. If a batted or thrown ball hits the umpire, play shall continue.

10. The infield fly rule is waived for the FARM Minors division.

11. Base runners shall not leave their base until the ball has reached the batter.

12. Base runners must slide or go around a defensive player in possession of the ball in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.

13. BUNTING IS NOT ALLOWED. Swings that are less than "full swings" (at least 75% power) may be considered to be a bunt attempt and called a strike whether contact is made with the ball or not. This is a judgment call made solely by the umpire.

14. BASE STEALING IS NOT ALLOWED.

15. Runners may not advance on an "overthrow" on a defensive play. Players should be encouraged to attempt to make the proper defensive play to develop basic skills.

16. A play ends when the ball is in the possession of a defensive player within the pitching area (within 10 feet of the pitching machine). The defensive player must refrain from making any demonstration with the ball that might be interpreted as an attempt to make a play. In such situations (Example: the defensive player holds the ball aloft while facing a runner) the umpire will withhold judgment until that official is certain that the defense is not attempting or threatening to make a play.

17. A batted ball that bounds, rolls or is deflected under an outfield fence shall be a ground rule double. In this case, the ball is dead, and all runners advance two bases from their position when the ball was hit.

18. A pitching machine ball shall be used as the game ball when the field is wet.

19. A pitching machine ball may be used as the game ball (anytime) if both managers agree prior to the start of the game.

20. Thrown Bat: If a batter unintentionally throws a bat, the offending player and manager will receive a verbal warning. If the same batter repeats the offense, the coach is provided two options by the umpire:

the coach can either bench the player for the remainder of the game on defense, or the offending player will be ejected from the game thus carrying a one game suspension.

T-Ball Division

T-Ball is the beginning level of play. Basic skills for hitting and throwing are taught. Teamwork and sportsmanship are also emphasized.

TEAM OBLIGATIONS/RULES

Visitors:

1. Listed first on the schedule.
2. Sits on the third base side behind the set-back line placed at about five feet from the third base line.

Home:

1. Listed second on the schedule.
2. Sits on the first base side behind the set-back line placed at about five feet from the first base line.

FIELD PERSONNEL

1. Players, coaches, and parents of the fielding team placed next to their players to provide protection in the case of hard hit balls.
2. All managers, coaches and other assisting adults must be approved by DLL. Only those adults approved by DLL can be left alone with and providing supervision for players in the league.
3. Umpires: There are no umpires for T-ball. Each manager or coach is responsible for calling foul balls and setting up the ball on the tee or pitching.

GAME TIMES

All games are limited three innings. A game may start a third inning if managers agree after the end of two innings.

PRACTICE GUIDELINES

1. Practice times:

*1.5 hours maximum at DLL fields (batting cage and field time to be concurrent. IE you cannot do 1 hour of field then 1 hour of cages as that is 2 consecutive hours)

*2.0 hours maximum at other locations

*No contact for purposes of pre-game (1-hour maximum) and game time together shall exceed 3 hours, unless game time is extended for allowable reasons.

*That said, most teeball practices run about an hour.

2. Frequency of Practice

*A game, practice session, bullpen session or cage session is considered a "contact" or "touch". For Teeball players, 2 contacts are the suggested minimum and 3 is the suggested maximum.

*A practice that involves field, bullpen, and/or cage work is considered 1 contact.

PLAYING TIME

1. Players bat through the line-up at each at-bat.
2. All players take the field when their team is in the field.

GAME RULES

1. A foul ball is any normal foul ball, as well as a ball hit less than 10 feet. There should be a 10-foot arc, which marks this distance.

2. Managers or coaches may pitch only during or after the 6th game of the season regardless if players can hit a coach pitch or not. When manager/coach-pitching is allowed, a batter is given no more than 3 pitches to hit before hitting off the tee. The tee must be brought in immediately if a player has missed 3 coach pitches.

3. Outs and batting

Players are not called out even if a play is actually made to put them out. At this age, they do little running as it is in the game, so let them all run the bases. Also, the last batter is allowed to get a home run, so all players on base keep running after the last batter has hit. It's customary for the batting team's manager to yell "last batter" so that the outfield team knows that there is about to be a homerun.

4. Scores

With 10 players on a team, if anyone was actually keeping score (which gets old after a while), all games should end in a score of 20 to 20 or 30 to 30, thus there is no need to keep score or report these scores to the Davis Enterprise.

5. Game time

It is customary to play two full innings, then gauge the time after completion of the second inning. If the game has gone on less than 45 minutes, both managers meet, scratch their chins, look at the setting sun and the amount of distraction in their players' eyes, and decide as to whether to play a third full inning. If you are hearing a lot of "I want treats now" or "Can we go to Rainbow City instead of playing in the outfield", then you may want to call the game after two innings. If you hear that from the parents, then it's an even bigger clue.

FIELD INFORMATION

1. T-Ball fields will be marked - North, Center, and South.

2. There will be a 10-foot arc out from home plate. Balls hit within this line are to be called foul by the batting team's coach and the batter gets to keep trying until the ball is hit fair.

3. There are two lines set back from the first and third base lines which mark the safety line that waiting batters need to sit behind. You should get a parent to supervise this area and keep kids sitting. There is to be no swinging of bats by anyone except the batter. Look out for siblings taking warm-up swings too.

4. Only the home-first and third-home base lines are painted. There's no line from first to second or second to third, with big arrows saying, "run this way". They still may need some guidance. You will observe about every base running error possible in just one game, including running from home to third, overtaking the runner in front (during the last batter scenario), and running from third to the sit-down line. Please continue to bring your bases and the tee to the games. There will be a white base square drawn in paint, but that just marks where you put your base.

5. Locations

Community Park – directly south of the Art Center and East of Rainbow City, adjacent to "F" Street.

SAFETY INFORMATION

1. If you have players who you believe might not be able to react quickly enough to a hard hit and get their glove on the ball or duck in time, either put them in the outfield, or place a parent near them in the infield to provide a last-resort opportunity to knock a hit ball down that is headed toward a player's face or chest. Most baseball deaths actually occur due to the ball hitting the chest and stopping the heart.

2. No team should be pitching a ball to players until at least the sixth game. Managers can begin tossing a ball to players only starting the sixth game, and even then, a manager can opt to keep it tee-only or to provide a tee for certain players who can't yet make contact. There are plenty of kids who are ready to hit a pitched ball now. That's great and we're all proud of them, but that's not the point to this rule. Safety and Newton's third law of physics is the rule, and the hit ball is going to be coming off the bat much faster on a pitched ball than one hit off a tee. For many players in the field, this difference in ball speed presents a considerable safety issue at any time of the season, but for at least the first five games, holding down the speed of the hit balls allows players a margin of safety to start to learn how to make a play on a hit ball.

3. If you have a batter with high bat speed, who could pretty well knock a ball at a speed that would put infield players at danger, then alert the opposing manager with the not so-subtle "big hitter" or "bat speed" and the opposing manager should either move back the players that wouldn't be able to safely play the ball, or place parents near them.

19. Davis Little League Boundaries

A. National League Boundaries

The Davis Little League National Division is located in Davis, California predominantly consisting of the western portion of Davis.

The Davis National Little League physical boundaries used for determination of player eligibility for Majors, Minors and Tee-Ball are described as follows:

1. The northeast boundary shall begin at the centerline of County Road 102 at a point just south of County Road 27.
2. The northern boundary line shall then proceed westerly and just south of County Road 27 and continue until it reaches County Road 95 and shall specifically exclude all addresses along or part of County Road 27.
3. The boundary line shall then proceed southerly along County Road 95 to County Road 32. This boundary line shall include all addresses along or part of County Road 95 (Box numbers 22000 and greater), and is meant to include all addresses along or part of County Roads 28, 29, 30 and 31 with Box numbers 35000 and greater.
4. The boundary line shall then proceed easterly along County Road 32 to County Road 95A. The boundary line shall then proceed southerly along County Road 95A to Putah Creek. This boundary line shall include all addresses along or part of County Road 95A.
5. The boundary line (from the center of Putah Creek) shall then proceed easterly along the centerline of Putah Creek and shall follow the South Fork of Putah Creek, passing U.S. Interstate 80 near State Highway 113 and proceeding easterly a short distance to the Southern Pacific Railroad bridge over the South Fork of Putah Creek.
6. The boundary line shall then proceed southerly to the northwestern corner of intersection of Tremont Road and Old Davis Road, and shall specifically exclude any addresses on Tremont Road and specifically include all addresses on Old Davis Road.
7. The boundary line shall then proceed easterly just north of Tremont Road to a point north of the intersection of Buckley Road and Tremont Road, and shall specifically exclude any addresses on Tremont Road and specifically include all addresses on Eggert Road.
8. The boundary line shall then proceed northerly (along an imaginary extension line that F Street in downtown Davis would follow south) to the South Fork of Putah Creek and turn slightly west and proceed northerly to the center of U.S. Interstate 80 where it crosses the North Fork of Putah Creek, specifically to exclude, and be west of, Hamel Lane.
9. The boundary line shall then proceed easterly along the centerline of U.S. Interstate 80. The boundary line shall follow the Interstate easterly to Pole Line Road.
10. The boundary line shall then proceed northerly on the centerline of Pole Line to the center of Covell Boulevard where it will turn and proceed easterly along the centerline of Covell Boulevard (aka County Road 31) to the eastern edge of the Wildhorse subdivision. The boundary shall turn north until the northern boundary of the Wildhorse subdivision and then turn east back to Pole Line/County Road 102. The boundary line shall then finally proceed northerly along the centerline of Pole Line/County Road until it reaches a point just south of County Road 27.

Note (1): The aforementioned boundary description is intended to be a complete description of the Davis National Little League boundaries and is meant to include areas beyond the Davis Joint Unified School.

B. American League Boundaries

The Davis Little League American Division is located in Davis, California predominantly consisting of the eastern and southern portion of Davis.

The Davis American Little League physical boundaries used for determination of player eligibility for Majors, Minors and Tee-Ball are described as follows:

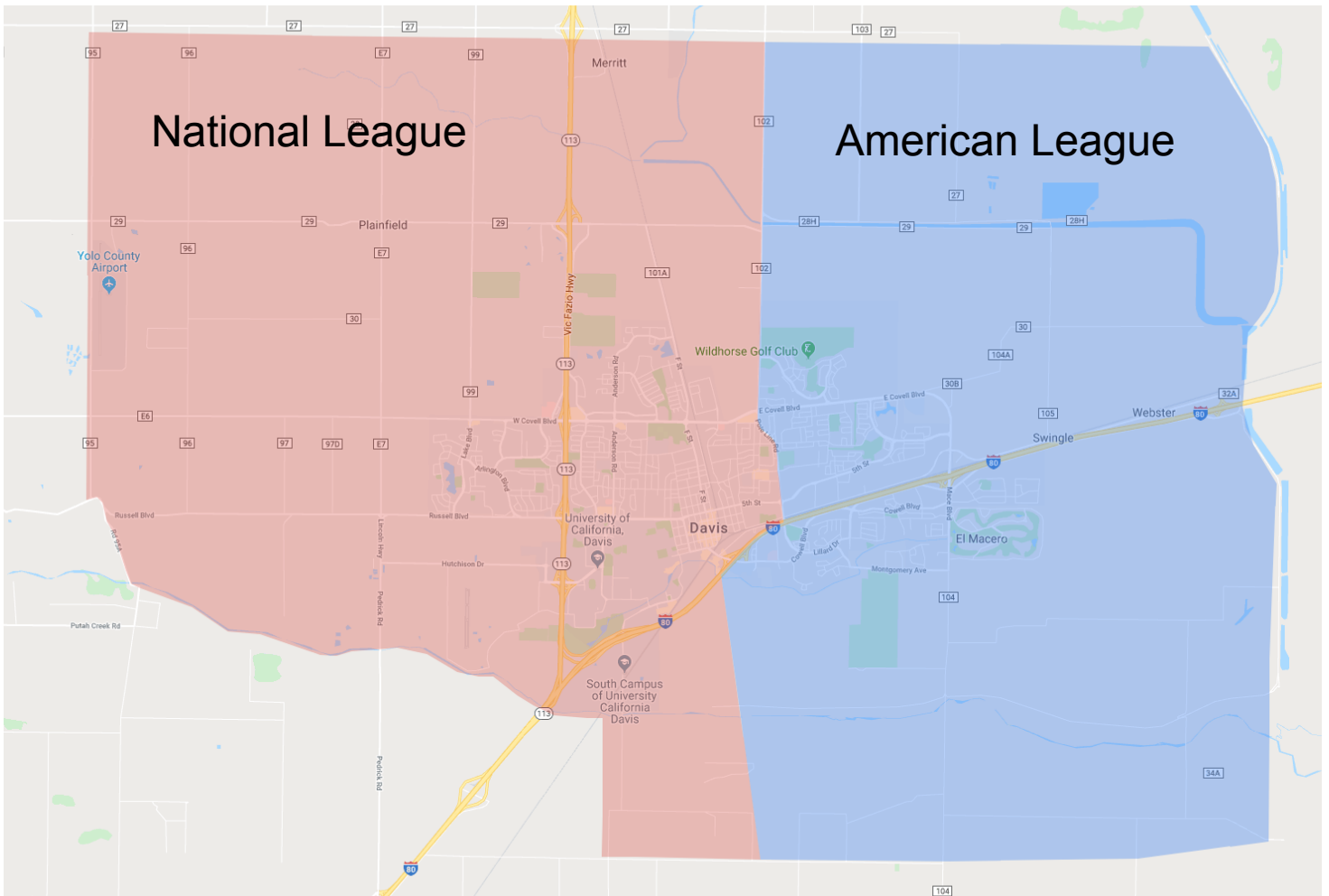
1. The northwest boundary shall begin at the centerline of County Road 102 at a point just south of

County Road 27.

2. The northern boundary line shall then proceed easterly and just south of County Road 27 and continue until it reaches the Yolo Bypass and shall specifically exclude all addresses along or part of County Road 27.
3. The boundary shall follow the Yolo Bypass southerly until just north of Tremont Road.
4. The boundary line shall then proceed westerly just north of Tremont Road to a point north of the intersection of Buckley Road and Tremont Road, and shall specifically exclude any addresses on Tremont Road.
5. The boundary line shall then proceed northerly (along an imaginary extension line that F Street in downtown Davis would follow south) to the South Fork of Putah Creek and turn slightly west and proceed northerly to the center of U.S. Interstate 80 where it crosses the North Fork of Putah Creek, specifically to exclude, and be west of, Hamel Lane.
6. The boundary line shall then proceed northerly on the centerline of Pole Line to the center of Covell Boulevard where it will turn and proceed easterly along the centerline of Covell Boulevard (aka County Road 31) to the eastern edge of the Wildhorse subdivision. The boundary shall turn north until the northern boundary of the Wildhorse subdivision and then turn east back to Pole Line/County Road 102. The boundary line shall then finally proceed northerly along the centerline of Pole Line/County Road 102 until it reaches a point just south of County Road 27.

Note (1): The aforementioned boundary description is intended to be a complete description of the Davis American Little League boundaries and is meant to include areas beyond the Davis Joint Unified School District (DJUSD) boundaries.

20. League Map



21.